VISIT…

SHEEP'S CLOTHING

A Short Adventure for Four 11th-Level Player Characters

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Sheep's Clothing is an adventure for four 11th-level characters (PCs), though it can be modified for higher- or lower-level play if desired (see the Scaling the Adventure sidebar).

You can incorporate this adventure into any campaign where there is a court environment—be it a royal court, a ducal court, or even a merchant council's court. The exact location is not relevant to the adventure, though there must be a manor house somewhere near the place where court is held. Adapt the material as you see fit to make it fit into your campaign.

In the *FORGOTTEN REALMS Campaign Setting*, this adventure works in almost any country. Cormyr and Sembia are particularly good choices, but Mulhorand, Thay, Amn, Silverymoon, and Westgate are also possible. The scenario is not appropriate for places such as the dwarven citadels of the North or for settlements in the Vast, on the plains of the Shaar, or in the jungles of Chult.

In the world of Greyhawk, this adventure works best in the courts of countries outside the Free City of Greyhawk itself. Nations such as Verbobonc, the County or Duchy of Urnst, Nyrond, Keoland, and Ket are good choices. The adventure is not appropriate for Veluna, since a vampire there would be discovered too quickly, or for the lands of Iuz, since there would be no need for an evil creature to infiltrate the seat of government there. Nor is it feasible for Onnwall, unless your PCs are in Scant interacting with the Scarlet Brotherhood rulers on peaceful terms. The wilder areas (such as Highfolk, the lands of the Tiger and Wolf Nomads, the various barbarian states, the Theocracy of the Pale, and the Bright Desert) are also inappropriate settings.

PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. This adventure utilizes the v.3.5 rules, but it can easily be used with the 3.0 rules as well.

To get started, print out this adventure (including the maps). *Sheep's Clothing* uses the Haunted House map from the Map-a-Week web column (http://www.wizards.com/dnd/images/mapofweek/HauntedHouse.jpg). A copy of this map is included with the adventure.

Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). In addition, be sure you

are familiar with the lycanthrope and vampire templates and the treant description from the *Monster Manual*.

Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Unshaded boxes contain important information for you.

This adventure introduces many minor NPCs, including a king and his court. Feel free to substitute other rulers and courtiers that already exist in the setting you have chosen, or make up your own if you wish.

ADVENTURE BACKGROUND

The court of a ruler attracts intrigue the same way it attracts peasants looking for justice. Courtiers vie for position and favor with the ruler, and enemies plot to oust favorites and install themselves—or at least someone more friendly to their own interests—in their places. A veneer of civility covers this chesslike game, masking its harsh purpose and sometimes deadly import. Indeed, a modicum of pleasantry is essential, since rapidly shifting loyalties can turn enemies into allies and allies into enemies in the span of an hour. Open hostility could easily destroy any possibility of future alliances with today's enemies, so it is always better to hedge one's bets.

It is said that the real rulers of a nation rule from behind the throne. While this assertion may not be true in all cases, it is certain that when a ruler is not strong-willed, some crafty advisor almost always makes the real decisions. Such a courtier has infiltrated the court of King Ceral, and he has begun taking steps to ensure that he and he alone holds the true power.

Two years ago, a man calling himself Raidath Veranan gained entry into the court of King Ceral. Clearly seeking this sort of power, he immediately sought to put himself in an advantageous position for influencing the king. Because he was a vampire of some power, Raidath could have brought Ceral under his direct control with relative ease. But to keep his true nature a secret, he needed to remain "behind the scenes" and avoid too much scrutiny.

Raidath quickly learned the ways of the court and the exact place (and amount of influence) that each of the major courtiers held with the ruler. When he was ready to make his move, he began using his dominate power to bring key courtiers under his sway. Whenever possible, he took care to exert his influence through others, so that whatever he wanted to do appeared to be someone else's idea.

Most of Raidath's dominated slaves executed his orders with remarkable efficiency. Those few who proved unable to carry out his plans mysteriously disappeared. By eliminating the incompetents and those who directly opposed him, he gradually made the court both stronger overall and more aligned to his will. Based primarily on the recommendations of his slaves, Raidath was awarded positions of ever-increasing authority by the king.

At present, Raidath is one of a small group of trusted advisors to Ceral. The vampire is positioning himself to remove the other members of this inner circle and ensure that his trusted associates (or dominated slaves) take their places.

Unbeknownst to Raidath, one of the other inner circle advisors has noticed a disturbing pattern of disappearances and changes in allegiance. Nesta (LG female aristocrat 10) does not know who is responsible, but she realizes that retaining her own position (and perhaps her life) depends on discovering the source of these strange incidents. Thus, she is currently seeking some reliable but disposable aid.

ADVENTURE SYNOPSIS

The player characters have recently gained the notice of King Ceral, or someone important in his court. Thus, they have access to the rarefied world of the king's court on a limited basis. But unless they strive to be courtiers themselves and have earned the right of entry through title, birth, or deeds, they are not regular members of the court. This situation makes them perfect choices as disposable investigators.

While at court, they begin investigating the oddly shifting opinions and the pattern of recent disappearances. After several unusual incidents, they are attacked twice by werewolves. At least one of these two incidents can be linked to Raidath.

Once Raidath has been implicated, he lures the PCs out to his estate, where he intends to dispose of them. The characters must fight the vampire and his minions on their own turf.

ADVENTURE HOOKS

As DM, you know best how to involve your players and their characters in an adventure. You can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters' interests.

BEGINNING WITHIN THE COURT

- The PCs have some contact with a courtier who can recommend them to Nesta. She contacts the PCs and sets up a secret meeting with them in some out-of-the-way place.
- Raidath himself contacts the PCs and asks them to investigate the strange events at court. Explaining that he thinks Reynard Mifil (an innocent if somewhat gullible courtier) is responsible, he produces at least one dominated slave who testifies to Mifil's involvement.

BEGINNING OUTSIDE THE COURT

- A minor official named Corinna Barel commits suicide by jumping off a cliff. There was no apparent reason for her to end her own life, but clues point to some strange dealings at court. The PCs may witness the suicide, or members of Corinna's family may ask them to look into the matter. This hook works best if the PCs are known heroes with some sort of court connections.
- One or more of the PCs are hired as bodyguards by Farnel Pluvesh, a nervous courtier who fears that something will happen to him. Shortly thereafter, Pluvesh disappears, leaving the PCs to determine where he has gone and why. Alternatively, the PCs could stop an attempt on his life by a group of thugs. The incident frightens Pluvesh, who asks the characters to find out who hired his attackers. Evidence later reveals that though this attack stemmed from an entirely different source, Pluvesh does in fact have an enemy at court.

PART ONE: INTRIGUE IN COURT

This portion of the adventure consists of several freeform encounters. The first four of these (encounters A–D) are events at court, which can be run in any order. Feel free to supplement them with others of your own design as needed and repeat particular events as often as you wish. The next two encounters (F and G) are attacks on the PCs that involve werewolves. These may be run at times of your choosing and may be interspersed with the court events, but encounter E should be run before encounter F.

A few clues as to Raidath's true nature are sprinkled through this section, but they could easily be misinterpreted, causing the PCs to think he might be a werewolf lord or some other such creature. Allow the players to draw their own conclusions as to the sort of adversary they face. Once the PCs have identified Raidath as the instigator of the odd events at court, continue with encounter G, the last in this section.

The details of the court have been left for you to develop, since they must fit in with your campaign world or the specific area of Faerûn or Greyhawk that you have selected.

RAIDATH AND HIS COURT TACTICS

Raidath has always sought control over others, and he has grimly pursued dark powers in order to gain such control. Indeed, he sought out a vampire who would grant him the undeath he sought in order to achieve the commensurate power. Three hundred long years he waited to be free of that master's control, but finally the day came when he was free-willed and had the power he sought. He revels in his power over others now and uses his dominate ability against the weak-willed as much as possible.

Before becoming a vampire, Raidath was dark of complexion, so he now looks like a light-skinned human with a bit of a tan. He wears his hair long and in the current style and crops his beard closely. His eyes hold an expression of concerned interest, or friendly disinterest, but there is a glint of cunning as well. He is always paying attention to the world around him, looking for his best angle.

Raidath holds a high position in the court and does not want to attract any attention to himself, lest his true nature be revealed. Thus, he always uses dominated slaves to interact with people on his behalf. For example, if he wishes to redirect the PCs' attention to another courtier, he might dominate a minor functionary and make that person carelessly drop some document implicating the target individual near the PCs. He uses this technique to confuse the PCs for a while and ensure that they receive different pieces of information from unconnected sources. Such dominated persons never reveal their connections to Raidath, though they cannot hide the fact that he has given them orders from *detect thoughts* and similar magic.

While the PCs investigate, Raidath continues his schemes behind the scenes. You can use this portion of the adventure to advance any other plotlines you wish to connect with the court as well.

Whenever the PCs meet with Raidath, or see him, he is accompanied by his bodyguard, Klidd Vorr, a werewolf ex-monk (see Appendix for his statistics). Klidd has a very intimidating presence and tends to

growl when he is displeased. The bodyguard also appears alone at times, carrying messages or running other errands for Raidath. The characters should have several opportunities to interact with Klidd Vorr before encounter E.

A. SUDDEN CHANGE OF OPINION

Greyson Griswald (NG male aristocrat 9), a military advisor to the king, suddenly changes his position on a key issue. This change causes the king to set a policy that is different from the one he would otherwise have favored.

Tactics: Raidath wants to get more of the army placed far from the capital so as to ensure that the heart of the nation is poorly protected. Thus, when a discussion arises about whether to move more army patrols to the country's northern border, he dominates Greyson Griswald, one of the king's key advisors on the subject, causing him to repudiate his previously expressed opinion. One day he asks, "Why waste the kingdom's wealth to patrol land that is infested with monsters and that no one wants anyway?" The next day, he says, "We really should protect that northern frontier; farmers' lives may depend on it." The king is surprised by this about-face, but he trusts Griswald's opinion and follows his last advice.

Development: When questioned about this incident, Griswald is evasive and uncooperative, claiming he has never changed his mind on the subject. (He knows that he has, but Raidath has ordered him to say otherwise.)

If asked who he met with just before the big opinion change, he mentions a couple of friends and two other ministers but does not say anything about Raidath, even though he recalls their meeting and remembers feeling strangely afterward. A successful DC 15 Sense Motive check reveals that something is amiss with Griswald's story.

B. DEATH OF A BUREAUCRAT

One day, a mid-level minister named Minton Selbers fails to report for work. The investigation into his disappearance leads to a wooded area just north of the capital city, where the characters may discover his body hidden in the underbrush (Search DC 20). The corpse appears to have been clawed apart by some sort of vicious animal, and its neck has been completely torn away. The local constables proclaim it the work of monsters and promptly drop the matter.

Development: Further investigation (Gather Information DC 15) reveals that Selbers was at court last evening, but no one saw him leave. The truth can be any of the following scenarios; simply choose the one you prefer based on how close a connection you wish to establish to Raidath at this point.

A Servant's Work: Raidath dominated a courtier named Narden and ordered him to kill Selbers. He further instructed Narden to tamper with the evidence to ensure that someone (or something) else would be blamed for the crime. Narden chose to use a metal claw to inflict the apparent bite and claw wounds.

Monsters Indeed: Raidath dominated Selbers and took him away to a private meeting when no one was watching. He and Klidd escorted the man to the wooded area, then pushed him out of the coach. Raidath's other werewolf associates, who had been alerted by Klidd of the victim's arrival time, took over from there.

Vampire Snack: Raidath drew a dominated Selbers into the woods with him and either performed the killing himself or allowed his vampire spawn Varisha to do it. The vampire then assumed wolf form and tore away the victim's neck to disguise the evidence of the crime.

Raising Selbers from the dead or interrogating the corpse reveals the true explanation if the PCs ask the right questions. Otherwise, there are few clues to find and no actual witnesses outside Raidath's manor house.

If the PCs have not properly treated the body to prevent it, Selbers rises as a vampire 1d4 days later and returns to his home, where he lived alone. The next evening, he attempts to return to court, staying near the door and just out of sight until someone who does not know of his death invites him inside. Panic ensues when the dead man reappears. Selbers may be able to provide the PCs with additional information if they can manage to question him before he is destroyed.

C. SURPRISING APPOINTMENT

The ruler makes a surprising appointment, advancing Aveska Dormier (LN female aristocrat 3) into a position on the advisory council that another courtier named Hath Rento had had virtually locked up. Various courtiers are upset by this event and begin to spread stories about corruption.

Rento (LG male aristocrat 10/expert 5) was an opponent of Raidath's plans and proved unusually difficult for him to dominate. Thus, Raidath arranged the appointment of a young woman more likely to be susceptible to his powers.

The new appointee is surprised because she had not even applied for the position. A successful DC 15 Gather Information check in the records office, however,

reveals that all proper paperwork was filed so that Aveska's name was under consideration. Careful examination of these documents (Forgery DC 25) reveals that they are forged. (One of Raidath's dominated slaves is a servant who once had a lucrative career as a forger.)

Development: Questioning members of the court reveals that several courtiers recall recommending Aveska but seem unable to remember why they did so or when she began to seem like a good choice. If asked about visitors, they claim to have received a visit from Elba Farzun (CG female aristocrat 4). They know their visitor was Raidath and they know what he asked of them, but they are under orders to lie.

D. HEATED ARGUMENT IN PUBLIC

The PCs witness a heated argument between Raidath and another of the king's inner circle (Genna Hosquith, female N aristocrat 5/expert 10) over a trade agreement with another nation. Klidd Vorr is nearby as usual, maintaining a close watch over his master, but he does not interfere unless the discussion becomes violent.

Raidath seems to be in favor of granting this nation import concessions and Genna is not. She backs up her argument with facts and figures from a sheet in her hand, but she tosses it aside as her fury grows over Raidath's cutting remarks. Read the following aloud.

> Genna glares at the other courtier, whose smug smile seems to be infuriating her. "You know nothing about trade!" she shouts angrily. After my father died and left the family penniless, I spent years of my life rebuilding the family fortune, and no one can say I don't have a good head for business! These concessions you want to grant would be disastrous in the long run, discouraging trade with other countries whose governments are far more stable. What makes you qualified to advise the king on such a matter?"
>
> "My dear girl," says Raidath, his voice dripping with condescension, "you'll find that I am qualified in a great many areas. You have opposed me on such issues before, and you know the results. I advise you not to stand in my way this time."

The encounter ends with Genna storming off.

Creatures: In addition to Genna, Raidath and Klidd are both present.

Raidath: Male human vampire wizard 11, hp 71; see Appendix.

Klidd: Male human werewolf monk 9, hp 76; see Appendix.

Development: Raidath does not act to eliminate Genna because their disputes have been too obvious. The next day, however, the king announces some new import fees on goods that are key to Genna's business.

E. WOLF IN THE FOLD (EL 11)

Use this encounter after the PCs have had a chance to investigate a few incidents at court and form some opinions (right or wrong) as to the cause.

By now, the PCs should have seen Klidd Vorr, Raidath's bodyguard, several times. Though he always seems to be in the background, he is ever-present.

As noted earlier, Klidd is a werewolf. He and Raidath find it convenient to hide his condition from the court, since it could start a panic at worst and lead to uncomfortable questions at best. Thus, when the full moon comes, Klidd always retreats to Raidath's manor and spends few days in the woods. This time, however, he has been delayed in getting out of the palace, and the change is nearly upon him by the time he finds a convenient moment to escape.

On a night of the full moon, the PCs encounter Klidd in a corridor, scrambling to get out of the palace. If they stop him, the thin thread of his control breaks, and he changes into wolf form right in front of them.

Creatures: Klidd is an afflicted werewolf who is aware of his condition. Since his employment with Raidath, he has come to terms with his lycanthropy and embraced it, even though the change of alignment means he can no longer advance in the monk class.

Klidd Vorr: Male human werewolf monk 9, hp 76; see Appendix.

Tactics: Because he has expended most of his energy fighting off the change, Klidd succumbs to instinct and immediately attacks the characters. His goal as a human was to escape, however, so if he takes half his hit points in damage, he attempts to flee.

Development: Unless the PCs choose not to reveal what has happened, Klidd's secret is out after this event, whether he survives or not. The king and his court demand to know why Raidath employed a werewolf, and the vampire is thrust into the spotlight. He denies knowing that Klidd was a werewolf, and if Klidd is still alive, he affirms that Raidath never knew. Any dominated slaves Raidath has in the court say the same.

If Klidd is alive and the PCs interrogate him, he does not willingly tell them anything about Raidath's true nature or any tasks he has performed that Raidath would not want revealed.

F. GET RID OF THE INTERLOPERS (EL 12)

Eventually, Raidath realizes the threat that the PCs pose and decides to get rid of them. Realizing that the incident with Klidd may have led the PCs to conclude that werewolves are behind the strange events, Raidath decides to perpetuate that misconception. Thus, he assumes wolf form one full moon night and prowls the woods until he finds some werewolf lords, one of whom is an old friend. After dominating them, he instructs them to hunt down and kill the PCs. Then he instructs one of his dominated slaves at court to reveal to the PCs that Klidd often spoke of "prowling the woods north of town" for sport, hoping that the PCs will investigate that area.

Creatures: Vron Flins and his three half-orc werewolf lord companions await the PCs in the woods.

Vron Flins (Human Form): Male werewolf lord fighter 4; CR 8; Medium humanoid (shapechanger); HD 4d8+12 plus 6d8+36; hp 99; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +11; Atk +13 melee (2d6+6/19–20, +2 *greatsword*); Full Atk +13/+8 melee (2d6+6/19–20, +2 *greatsword*); SQ alternate form, damage reduction 10/silver, low-light vision, scent, wolf empathy; AL CE; SV Fort +12, Ref +7, Will +10; Str 17, Dex 13, Con 16, Int 10, Wis 14, Cha 8. Height 6 ft. 0 in.; Weight 245 lbs.

Skills and Feats: Climb +5, Hide +2, Intimidate +3, Jump +5, Listen +10, Move Silently +4, Spot +10, Survival +6, Swim +4; Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Iron Will, Mobility, Power Attack, Run, Track, Weapon Focus (bite).

Alternate Form (Su): Vron can assume a human form, a bipedal hybrid form, or the form of a dire wolf.

Wolf Empathy (Ex): Vron can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Possessions: Studded leather armor, +2 *greatsword*, *potion of bull's strength* (caster level 10th), *amulet of health* +2, *oil of magic vestment* +3, *potion of haste*.

Vron Flins (Hybrid Form): Male werewolf lord fighter 4; CR 8; Large humanoid (shapechanger); HD 4d8+12 plus 6d8+36; hp 99; Init +7; Spd 30 ft.; AC 14, touch 12, flat-footed 11; Base Atk +8; Grp +22; Atk +17 melee (1d6+10, claw) or +19 melee (2d6+17/19–20, +2 *greatsword*); Full Atk +17 melee (1d6+10, 2 claws) and +13 melee (2d6+5, bite) or +19/+14 melee (2d6+17/19–20, +2 *greatsword*) and +13 melee (2d6+5, bite); Space/Reach 10 ft./5 ft.; SA curse of lycanthropy; SQ alternate form, damage reduction 10/silver, low-light vision, scent, wolf empathy; AL CE; SV Fort +15, Ref +9, Will +10; Str 31, Dex 17, Con 22, Int 10, Wis 14, Cha 8. Height 6 ft. 0 in.; Weight 245 lbs.

Skills and Feats: Climb +13, Hide +1, Intimidate +3, Jump +13, Listen +10, Move Silently +7, Spot +10, Survival +6, Swim +13; Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Iron Will, Mobility, Power Attack, Run, Track, Weapon Focus (bite).

Curse of Lycanthropy (Su): Any humanoid or giant hit by Vron's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form (Su): Vron can assume a human form, a bipedal hybrid form, or the form of a dire wolf.

Wolf Empathy (Ex): Vron can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Possessions: +2 *greatsword*, *potion of bull's strength* (caster level 10th), *amulet of health* +2, *oil of magic vestment* +3, *potion of haste*.

Vron Flins (Wolf Form): Male werewolf lord fighter 4; CR 8; Large humanoid (shapechanger); HD 4d8+12 plus 6d8+36; hp 99; Init +7; Spd 50 ft.; AC 14, touch 12, flat-footed 11; Base Atk +8; Grp +22; Atk +17 melee (1d6+10, claw); Full Atk +17 melee (1d6+10, 2 claws) and +13 melee (2d6+5, bite); Space/Reach 10 ft./5 ft.; SA curse of lycanthropy, trip; SQ alternate form, damage reduction 10/silver, low-light vision, scent, wolf empathy; AL CE; SV Fort +15, Ref +9, Will +10; Str 31, Dex 17, Con 22, Int 10, Wis 14, Cha 8. Height 6 ft. 0 in.; Weight 245 lbs.

Skills and Feats: Climb +13, Hide +1, Intimidate +3, Jump +13, Listen +10, Move Silently +7, Spot +10, Survival +6, Swim +13; Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Iron Will, Mobility, Power Attack, Run, Track, Weapon Focus (bite).

Curse of Lycanthropy (Su): Any humanoid or giant hit by Vron's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): In wolf form, Vron can attempt to trip his opponent (+17 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Vron.

Alternate Form (Su): Vron can assume a human form, a bipedal hybrid form, or the form of a dire wolf.

Wolf Empathy (Ex): Vron can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Werewolf (Human Form) (3): Male and female human werewolf barbarian 4; CR 8; Medium

humanoid (shapechanger); HD 4d12+16 plus 6d8+30; hp 91; Init +1; Spd 40 ft.; AC 17, touch 13, flat-footed 17; Base Atk +8; Grp +12; Atk +13 melee (1d12+7/×3, *+1 greataxe*) or +9 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); Full Atk +13/+8 melee (1d12+7/×3, *+1 greataxe*) or +9/+4 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); SQ alternate form, damage reduction 5/silver, fast movement, low-light vision, rage 2/day, scent, uncanny dodge, wolf empathy; AL CE; SV Fort +11, Ref +7, Will +10; Str 18, Dex 13, Con 14, Int 9, Wis 14, Cha 6.

Skills and Feats: Climb +7, Intimidate +5, Listen +13, Spot +9, Survival +6, Swim +7; Alertness, Cleave, Improved Critical (greataxe), Iron Will, Power Attack, Run, Track, Weapon Focus (bite).

Alternate Form (Su): A werewolf can assume a human form, a bipedal hybrid form, or the form of a dire wolf.

Rage: While the werewolf rages, his statistics change as follows: HD 4d12+8 plus 6d8+36; hp 117; AC 15, touch 11, flat-footed 15; Grp +14; Atk +15 melee (1d12+10/×3, *+1 greataxe*) or +9 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); Full Atk +15/+10 melee (1d12+10/×3, *+1 greataxe*) or +9/+4 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); SV Fort +13, Will +12; Str 22, Con 20; Climb +9, Swim +9. His rage lasts for 8 rounds and can be used twice per day.

Uncanny Dodge (Ex): The werewolf gains the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Wolf Empathy (Ex): A werewolf can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Possessions: *+1 greataxe,* composite longbow (+4 Str bonus), 20 arrows, *bracers of armor +2, ring of protection +2, potion of bull's strength* (caster level 10th), *potion of bear's endurance* (caster level 6th).

Werewolf (Hybrid Form) (3): Male and female human werewolf barbarian 4; CR 8; Large humanoid (shapechanger); HD 4d12+8 plus 6d8+30; hp 91; Init +3; Spd 40 ft.; AC 18, touch 14, flat-footed 18; Base Atk +8; Grp +23; Atk +18 melee (1d6+11, claw) or +19 melee (1d12+17/×3, *+1 greataxe*) or +10 ranged (1d8+4/×3, (composite longbow[+4 Str bonus]); Full Atk +18 melee (1d6+11, 2 claws) and +14 melee (2d6+5, bite) or +19/+14 melee (1d12+17/×3, *+1 greataxe*) and +14 melee (2d6+5, bite) or +10/+5 ranged (1d8+4/×3, composite longbow[+4 Str bonus]); Space/Reach 10 ft./5 ft.; SA curse of lycanthropy; SQ alternate form, damage reduction 10/silver, fast movement, low-light vision, rage 2/day, scent, uncanny dodge, wolf empathy; AL CE; SV Fort +14, Ref +9, Will +10; Str 32, Dex 17, Con 20, Int 9, Wis 14, Cha 6.

Skills and Feats: Climb +14, Hide –1, Intimidate +5, Listen +13, Spot +9, Survival +6, Swim +14; Alertness, Cleave, Improved Critical (greataxe), Iron Will, Power Attack, Run, Track, Weapon Focus (bite).

Curse of Lycanthropy (Su): Any humanoid or giant hit by the werewolf's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form (Su): A werewolf can assume a human form, a bipedal hybrid form, or the form of a dire wolf.

Rage: While the werewolf rages, his statistics change as follows: HD 4d12+16 plus 6d8+48; hp 117; AC 16, touch 12, flat-footed 16; Grp +25; Atk +20 melee (1d6+13, claw) or +21 melee (1d12+20/×3, *+1 greataxe*) or +10 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); Full Atk +20 melee (1d6+13, 2 claws) and +16 melee (2d6+6, bite) or +21/+16 melee (1d12+20/×3, *+1 greataxe*) and +16 melee (2d6+6, bite) or +10/+5 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); SV Fort +16, Will +12; Str 36, Con 24; Climb +16, Swim +16. His rage lasts for 10 rounds and can be used twice per day.

Uncanny Dodge (Ex): The werewolf gains the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Wolf Empathy (Ex): A werewolf can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Possessions: *+2 bracers of armor, +2 ring of protection, +1 greataxe, potion of bull's strength* (caster level 10th), *potion of bear's endurance* (caster level 6th).

Werewolf (Wolf Form) (3): Male and female human werewolf barbarian 4; CR 8; Large humanoid (shapechanger); HD 4d12+8 plus 6d8+36; hp 91; Init +3; Spd 40 ft.; AC 14, touch 12, flat-footed 14; Base Atk +8; Grp +23; Atk +18 melee (1d6+11, claw); Full Atk +18 melee (1d6+11, 2 claws) and +14 melee (2d6+5, bite); Space/Reach 10 ft./5 ft.; SA curse of lycanthropy, trip; SQ alternate form, damage reduction 10/silver, fast movement, low-light vision, rage 2/day, scent, uncanny dodge, wolf empathy; AL CE; SV Fort +14, Ref +9, Will +10; Str 32, Dex 17, Con 20, Int 9, Wis 14, Cha 6.

Skills and Feats: Climb +14, Hide –1, Intimidate +5, Listen +13, Spot +9, Survival +6, Swim +14; Alertness, Cleave, Improved Critical (greataxe), Iron Will, Power Attack, Run, Track, Weapon Focus (bite).

Curse of Lycanthropy (Su): Any humanoid or giant hit by the werewolf's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): In wolf form, a werewolf can attempt to trip his opponent (+18 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip werewolf.

Alternate Form (Su): A werewolf can assume a human form, a bipedal hybrid form, or the form of a dire wolf.

Rage: While the werewolf rages, his statistics change as follows: HD 4d12+16 plus 6d8+48; hp 117; AC 16, touch 12, flat-footed 16; Grp +25; Atk +20 melee (1d6+13, claw) or +21 melee (1d12+20/×3, +1 *greataxe*) or +10 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); Full Atk +20 melee (1d6+13, 2 claws) and +16 melee (2d6+6, bite) or +21/+16 melee (1d12+20/×3, +1 *greataxe*) and +16 melee (2d6+6, bite) or +10/+5 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); SV Fort +16, Will +12; Str 36, Con 24; Climb +16, Swim +16; trip +20 check modifier. His rage lasts for 10 rounds and can be used twice per day.

Uncanny Dodge (Ex): The werewolf gains the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Wolf Empathy (Ex): A werewolf can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Tactics: As soon as the PCs enter the forest, the werewolves pick up their scent and begin trailing them at a distance. They would prefer to wait until the characters are asleep and ambush them in their camp, so that they can surround them easily and potentially gain surprise. If this tactic proves feasible, they drink their *potions of bull's strength* and *potions of bear's endurance*, and Vron uses his *oil of magic vestment*. Then they assume hybrid form and surround the PCs' camp. Vron attacks any guards on duty while the rest attempt to surprise the other PCs, or at least catch them flat-footed. Should any PC still be asleep or otherwise helpless when a werewolf reaches him, the creature immediately performs a coup de grace.

Vron Flins uses Power Attack to raise his damage by 5 points in any round when he thinks he can hit. This tactic adds +10 to his damage because of his two-handed weapon. But he prefers to use Mobility, setting up flanking attacks for the barbarians when possible so that they can use Power Attack for more damage.

The barbarians use Power Attack to raise their damage by 5 points in any round when they think they can hit. This tactic adds +10 to their damage because of their two-handed weapons.

If the werewolves are overwhelmed, they attempt to retreat and regroup. They have four potions of *cure serious wounds* stashed in a hollow tree a half-mile from the PCs' campsite, and they meet there to consume them and discuss tactics. If the potions have restored their hit points to more than half their normal level, the werewolves attack again within 2 hours. Otherwise, they wait until the next night and attack again if the PCs are still in the woods.

Development: If the PCs manage to capture any of the werewolf lords alive, they can interrogate them. Because they are all dominated, however, they do not willingly reveal any connection to Raidath. A *zone of truth* spell can reveal their lies, but they are smart enough to either refuse to talk or be evasive with their answers so as to foil the spell. However, the PCs can use any of the following tactics to get useful answers from captured werewolf lords.

- Dead werewolves can be questioned via *speak with dead* spells. The dead cannot lie or withhold information, so they answer questions truthfully if they fail their Will saves.
- Though the werewolves cannot reveal their connection to Raidath, they cannot keep it out of their thoughts. Successful and timely use of *detect thoughts* spells can gain the PCs can the information they need.
- The PCs can use a *dispel evil* spell to end the domination effect on one werewolf lord. Doing so cases the affected werewolf lord to return to normal and attempt to flee. If restrained and questioned, the creature grudgingly admits that a person of the court talked the group into attacking the PCs. He claims he does not know the person's name, but he does describe a house surrounded by a dead forest and a great deal of mist. Other court officials (or a successful DC 15 Knowledge [local] check) can tell the PCs that the house described is probably Raidath's.

The leader of the werewolf pack is a friend of Raidath Veranan and Klidd from years back, and he was happy to do as his friend asked. The others didn't know

Raidath before their meeting. Raidath asked that the PCs be eliminated because they knew secrets that would harm not only him but also other innocent courtiers and their families.

Reactions at Court

If the PCs reveal that Raidath was directly involved in an attack on them, some members of the court (the ones Raidath has never dominated) express some surprise. He has always been a quiet sort, they claim—never one to put himself forward. He has sound wisdom and issues competent orders, but he doesn't seem to be the sort who would work with werewolves—at least not deliberately.

If the PCs move to confront Raidath, they discover that he is not in court at present. His secretary, Noma Lindur (LN male expert 4), says he is out surveying some fields that were reportedly affected by a grain blight. He gives them directions to a place a couple of hours' ride from the court. The location is the aforementioned grain field, and it is blighted, but Raidath is not there and has not been there today. The characters do not pass him on the road either coming or going.

If they go to his house, move on to Part Two.

G. MOVING ON

Use this encounter sometime after encounter F. By this time, it should have dawned on the PCs that Raidath is far more than he seems, even if they do not suspect that he is a vampire. But they have the power to implicate him in suspicious activities, so he decides to eliminate them.

The vampire orders one of his dominated slaves to write the following message, and another to deliver it to the PCs surreptitiously. Depending on which agent the vampire selects, the characters could find the message on one of their beds, or under one of their plates at dinner, or in some other unusual place. The agent leaves the message to be found rather than delivering it directly, since the vampire does not want any more of his agents interrogated.

The note reads as follows.

> My Dear Friends,
>
> It seems that you have discovered some information about me that I am unwilling to have known publicly. I am interested in discussing some arrangement that would benefit us both. You are thus invited to my home whenever you choose to visit. Formal attire would be appropriate, but I will understand if you feel the need to bring your accoutrements of adventuring. Please inform my secretary when you wish to meet with me. Choosing not to do so could be . . . well . . . unfortunate.
>
> Discretion is more valuable than gold.
>
> Warmest regards,
> Raidath Veranan

Because the note is not actually in Raidath's handwriting, he can claim that it is a forgery if the PCs take it to anyone else. In such a case, Raidath would offer to ally with the PCs "against a common enemy" and invite them to his house for a discussion of strategy.

If the PCs decide to go to Raidath's estate, continue with Part Two. If they refuse, repeat encounter F with a new werewolf pack in whatever setting is appropriate until the PCs realize that there is only one way to stop the attacks.

PART TWO: THE WOLF'S DEN

This portion of the adventure is a site-based scenario that utilizes the haunted house map. You might want to sketch out the outlying portions of the estate for your own reference, but such information is not important to the flow of the adventure.

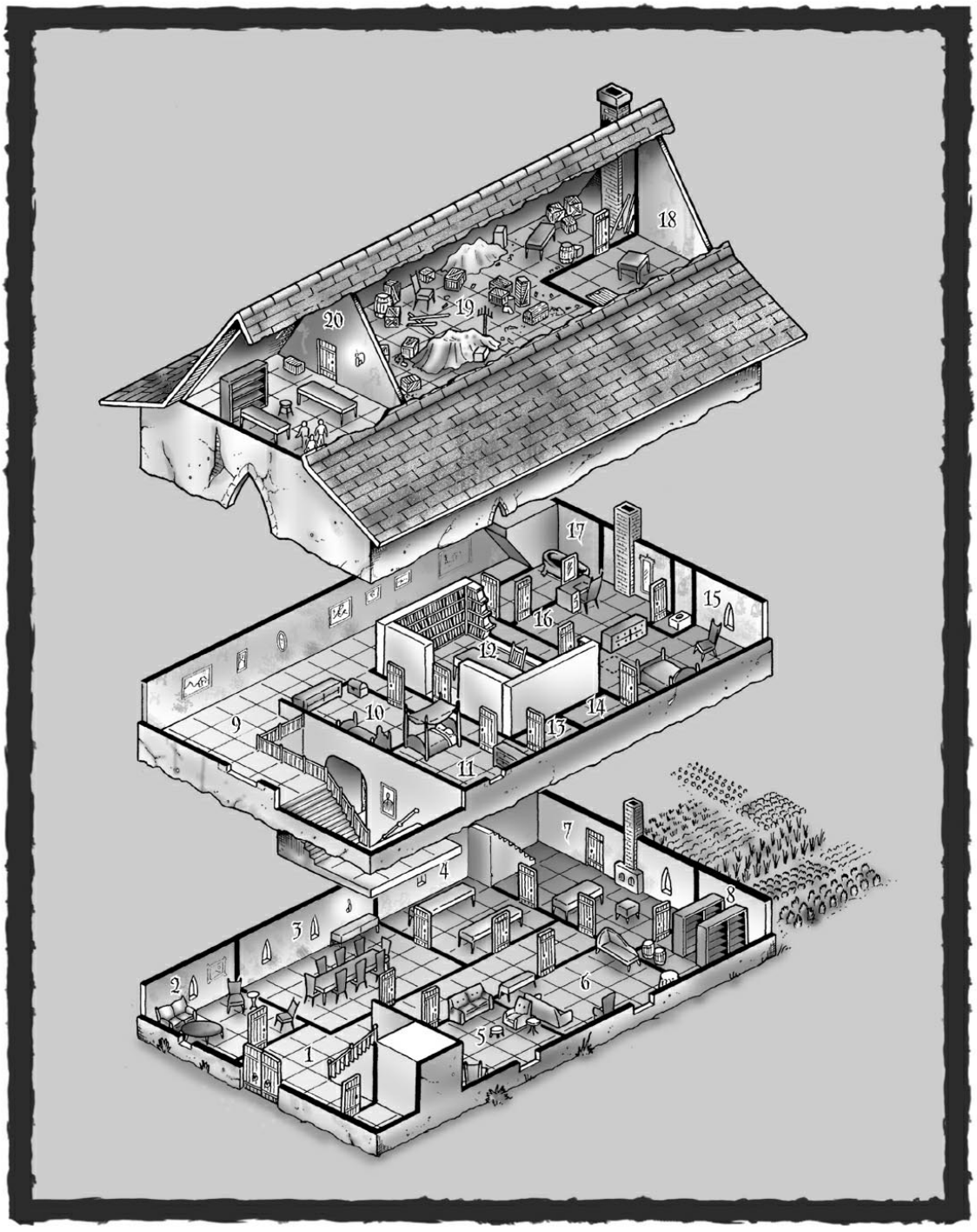
RAIDATH'S ESTATE

Raidath's manor house stands on about 10 acres of wooded property. A fence about 4 feet tall, constructed in the split-rail style, marks the boundaries of the estate. Raidath does not want visitors, but he wants the perimeter of his property to look like that of any other noble estate. Thus, he has a fence

MIST ROD

This 3-foot-long rod is made of silver chased with jet. One end of the rod is drawn out to a point, making it suitable as a decorative finial, though not sharp enough for a weapon. When mounted securely to a stationary object (such as a house), the *mist rod* continuously generates the fog effect of a *control weather* spell.

Strong transmutation; CL 13th; Craft Wondrous Item, *control weather;* Price 182,000 gp; Weight 3 lb.



that is largely decorative and depends on other methods of discouraging intruders.

Gates are set into the split-rail fence at various points. Each is made of the same wood as the fence, bound in iron, and set into an arch. Inside the archway are inscribed the words "Veranan Estate" in Common.

There are several such gates around the perimeter of the property, and the PCs can enter by any of them.

The house itself sits in a clearing about 500 yards in diameter, surrounded by a belt of woods about 200 yards wide. A thick covering of mist blankets the woods and the grassland just beyond them all the time, even at high noon. (This effect is the result of an item attached

to the peak of Raidath's house that generates a constant *control weather* effect, producing fog. See sidebar for details.)

THE OUTER GROUNDS (EL 11)

Read or paraphrase the following aloud when the characters first enter the woods at the outskirts of the estate.

> Entering these woods is like stepping into a whole different world. Outside, all seems clear and normal, but just inside the trees, everything appears shadowy and misty, and a sense of foreboding pervades the area. The canopy of tree branches overhead blots out nearly all light and sound, emphasizing the shadows and amplifying small noises. Mist swirls about, blocking vision even further. It seems to grow thicker as the minutes pass.

The mist extends throughout the forest and the manor house clearing. The mist generated by the *mist rod* is spread evenly across the whole of the woods, but thicker patches form wherever the PCs are.

Creatures: The thicker mist is actually a pack of eight mist mastiffs (a variant on shadow mastiffs) that Raidath uses to guard the property. Though they normally exist in mist form, they can become solid to fight.

Mist Mastiffs (4): CR 7; Large outsider (extraplanar); HD 7d8+35; hp 66; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +7; Grp +18; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA bay, trip; SQ darkvision 60 ft., *gaseous form*, outsider traits, scent, shadow blend; AL NE; SV Fort +10, Ref +6, Will +6; Str 25, Dex 13, Con 21, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +9, Listen +11, Move Silently +13, Spot +11, Survival +11; Dodge, Improved Initiative, Stealthy, Track.

Bay (Su): When a mist mastiff bays or barks, each creature (except evil outsiders) within 300 feet must succeed on a DC 13 Will save or be panicked for 2d4 rounds. This is a sonic, mind-affecting, fear effect. The save DC is Charisma-based.

Trip (Ex): A mist mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+11 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mist mastiff.

***Gaseous Form* (Sp):** As a standard action, a mist mastiff can assume gaseous form. This ability functions like the spell of the same name (caster level 5th), except that the creature can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Outsider Traits: A mist mastiff cannot be *raised*, *reincarnated*, or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Shadow Blend (Su): In any condition of illumination other than full daylight, a mist mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell does negate this ability.

Tactics: Four of the mist mastiffs attack any intruders that enter the woods. Two of them become solid about 50 feet away from the PCs and begin to growl in order to draw the intruders' attention. The other two materialize at the end of the round in the midst of the intruders and attack.

Development: If the characters defeat these four mist mastiffs, the other four retreat. If the PCs reach the house and exit without slaying Raidath, however, the remaining mastiffs attack them as they cross through the woods. If the characters kill Raidath, the mist mastiffs do not bother them on the way out because they have not received his signal to do so.

THE INNER WOODS (EL 10)

Read or paraphrase the following when the PCs resume their journey through the woods.

> Some of the trees in this wood look more dead than alive, with leafless branches outnumbering the leafy ones. A carpet of thorny undergrowth and bushes covers on the ground, partially masked by the ever-present mist. Fragments of paths appear wherever there are breaks in the mist. From somewhere far away comes the baying of some frightful hounds.

Regardless of their appearance, all the trees in this wood are alive. A few of the bushes are up to 4 feet high, though the average is more like 2 feet high. Dirt paths lead through the forest from the gates to the manor clearing, but these walkways are obscured by mist and not always straight.

The baying sound is the remaining mist mastiffs calling out to each other. They do not approach the PCs, but the sound should warn the characters that there are more of the creatures waiting in the woods.

The trees themselves are a more urgent threat at this point. The woods are the home of a group of treants that have been bent to Raidath's will. He has been researching the creation of undead plants, but thus far his experiments have succeeded only in turning this group of treants evil and making them his willing allies.

Creatures: Eight treants live in the portion of the woods that lies closest to the house. From time to time, they animate and move the other trees to alter the terrain near the house and confuse intruders. In accordance with Raidath's instructions, only two of the treants attack the PCs when they first come through the woods. (The vampire wants the entire perimeter of the clearing defended at all times, so he does not want to risk having all the treants in one place.)

Treants (2): CR 8; hp 69, 71; see *Monster Manual.*

Tactics: Each treant animates two trees near the manor clearing as soon as it becomes aware of the intruders (when it hears the fight with the mist mastiffs or actually sees the PCs). When the characters come within 50 yards from the manor clearing, the treants order their controlled trees to attack. The real treants move in and attack as soon as they can. They begin the encounter 60 feet away, one on either side of the PCs. They maneuver their animated trees to help them flank PCs.

Development: Once the characters kill these two treants, they can safely move into the clearing. If they later leave the woods by a different path than they entered, another two treants attack them in the same manner on their way out, whether Raidath is dead or not. If the characters slay the two initial treants and then leave by the same path they used to get in, they can get through the woods without further treant attacks.

THE MANOR HOUSE

Read or paraphrase the following aloud when the characters enter the clearing.

> Just ahead, the woods thin to reveal a clearing. Partially masked by the mist looms an immense house, half-timbered in the style of nobles' country estates. The mist is so thick here that it blocks most of the light coming from above.
>
> From the outside, the house looks like any other modest manor house—stately and elegant, but not gaudy. It is clear that the owner does not spend a great deal of money on beautifying his house, but he does want it presentable.

The perpetual twilight effect around the house is due primarily to the mist. The fog obscures the finial atop the house from view.

The house has two entrances—a set of double doors at the front and a single door at the back (see Doors of the Manor House, below). Both floors have numerous windows, but these make difficult entrances because they are shuttered and covered with dark cloth that is translucent but not quite opaque.

General Notes on the Interior

The interior of the house is elegantly appointed but subdued in style. The furniture looks new, though it is covered in a thin veneer of dust. In fact, most of the house is never inhabited, since Raidath spends most of his time either in his coffin or out at court.

Small holes (each about 1 inch in diameter) pierce the wall at various places. These connect to a network of 1-inch-wide tunnels that run through the walls. Raidath uses them to navigate his house in gaseous form.

The house has also been enspelled against *daylight* spells. The entire house functions like a *ring of counterspells,* with *deeper darkness* as the counterspell. Thus, when a *daylight* spell is cast inside the house, the house automatically counterspells with *deeper darkness.* The house has 50 "charges" of *deeper darkness* available. Thus, illumination harmful to Raidath is always neutralized, and the normal light level is always maintained.

The traps on the manor doors (see below) include an *alarm* effect. If one of these is triggered, Raidath knows that the exact location at which intruders are entering the house. If no traps are triggered, Raidath can make a Listen check to hear intruders each minute that they are on the second floor of the manor.

There is no access to the attic except through the air vents in the walls. The stairs that once led there were removed, and the house was remodeled to look as though no stairs had ever existed. No windows pierce the attic walls, and no dumbwaiters or other devices serve it. The three rooms there now serve as a relatively safe suite for Raidath and his vampire spawn, since no one can tell they are there.

Raidath's Tactics

Raidath dominates a human to act as his servant when he needs one for show. When the human servant is around, the vampire spawn that usually serves him remains in her coffin. But no human servant is in residence at the moment.

When he knows the PCs are on the premises, Raidath casts *guards and wards,* then prepares himself

for battle by casting as many spells as he thinks he will need before engaging the foes. He then approaches in gaseous form, becomes solid just out of the PCs' view, and attempts a domination or other attack, then escapes in gaseous form before his foes can deal him too much damage. He continues these hit-and-run tactics as long as he can, utilizing the air vents in the walls for rapid escapes. His primary goal is to gain control of one or two party members and use them against the rest in any way that he can.

Raidath always carries a silent, stilled *obscuring mist* spell to aid in escape. After casting it, he assumes gaseous form and escapes to the attic in the confusion. He keeps his coffin there in case he needs to hide out for some length of time.

The Doors of the Manor (EL 9)

Both entry doors are locked and trapped. The windows are locked but not trapped.

Trap: Each door is fitted with a deathblade scythe trap.

Deathblade Wall Scythe Trap: CR 9; mechanical; proximity trigger (*alarm*); automatic reset; Atk +16 melee (2d4+8/×4 plus poison, scythe); poison (deathblade, DC 20 Fort save resists, 1d6 Con/2d6 Con); Search DC 28; Disable DC 19. *Market Price:* 55,800 gp.

Each of these traps is built into the wall, so that the scythe slices all the way across the doorframe when the door is opened. The *alarm* spell trigger covers the doorway and mentally warns Raidath when the trap is triggered. The scythe resets after each attack, and the trap contains enough poison for 20 hits.

Room 1: Entry Foyer and Hall (EL 4 or 0)

Read or paraphrase the following aloud when the characters reach this area.

> Bland scenic tapestries depicting shadowy scenes cover the walls of this foyer. The arrangement is tasteful, but the decorations have no personal touch. There is no furniture in this chamber or the hallway.

From here, the PCs can go almost anywhere in the house.

Creature: Unless the PCs make enough noise to draw Varisha, Raidath's vampire spawn servant, there are no creatures here.

Varisha: Female vampire spawn; CR 4; hp 31; see *Monster Manual.*

Development: If the PCs make a lot of noise here, Varisha, Raidath's vampire spawn servant, moves to a spot just outside this room and tries to catch one of them with her dominate power. If she succeeds, she orders the dominated character to leave the group and come to the kitchen (room 7). There she attempts to overwhelm the character and feast.

Room 2: Sitting Room

Read or paraphrase the following aloud when the characters reach this area.

> A low table stands before an overstuffed couch in this charming sitting area. Two upholstered chairs complete the tableau. Against the front wall is a narrow table on which stand a decanter and four crystal glasses, obviously tastefully arranged for display.

There is nothing of interest in this room.

Room 3: Dining Room

Read or paraphrase the following aloud when the characters reach this area.

> This chamber is obviously intended for very formal dining. A long table and several high-backed chairs in the current style offer seating for guests. A floral arrangement decorates the table.

Close inspection reveals that the flowers on the table are made of silk.

Room 4: Food Preparation (EL 4 or 0)

This chamber was used as an adjunct to the kitchen, for chopping and assembling food. Read or paraphrase the following aloud when the characters reach this area.

> A thick layer of dust covers the floor and the two long tables in this room. There is no other furniture, but a kitchen knife lies forgotten on the floor.

Creature: Unless the PCs make enough noise to draw Varisha, Raidath's vampire spawn servant, there are no creatures here.

Varisha: Female vampire spawn; CR 4; hp 31; see *Monster Manual.*

Development: If the PCs make a lot of noise here, Varisha, Raidath's vampire spawn servant, moves to a spot just outside this room and tries to catch one of them with her dominate power. If she succeeds, she orders the dominated character to leave the group and

come to the kitchen (room 7). There she attempts to overwhelm the character and feast.

Room 5: Raidath's Sitting Room

This is the chamber where Raidath hosts other courtiers for business discussions. The furnishings were chosen to make guests feel that their host was attending to their needs without actually making them feel comfortably welcome.

Read or paraphrase the following aloud when the characters reach this area.

> This sitting room is paneled in dark oak, and its furnishings have a masculine style. The couches and chairs look comfortable but not too soft. In one corner is a desk with several sheets of blank writing paper, a pen, and an inkwell atop it.

In one corner of this room, a vent hole pierces the floor. It leads to an underground tunnel about 1 foot wide that runs all the way to the palace. Raidath uses this passage to travel to and from court. It was constructed by earth elementals, so it won't collapse on its own.

Room 6: Drawing Room

Read or paraphrase the following aloud when the characters reach this area.

> This chamber is decorated with tapestries and paintings of sunlit garden scenes and sunlit ocean scenes. It looks inviting, but a thin veneer of dust covers everything.

This drawing room is rarely used. Raidath reserves this room for entertaining suspicious persons, to subtly indicate that he has no fear of the sun.

Room 7: Kitchen (EL 4)

The kitchen is well stocked, but nothing is ever cooked here unless guests are staying the night. Sometimes the guests become the evening meal, but such occurrences are rare. Normal kitchen equipment can be found here, but nothing more.

Creature: Unless Varisha has already encountered the party in room 1 or room 4, she is here mopping the floor when the characters arrive. When she sees the PCs, she shrieks and turns gaseous, escaping to either room 12 or room 18. Varisha is a cunning ingénue who would rather accomplish her goals by trickery than by force.

Varisha: Female vampire spawn; CR 4; hp 31; see *Monster Manual*.

Tactics: Varisha should present no challenge to a whole group of 11th-level PCs. If she cannot escape, she tries to use her dominate ability to make one character attack another.

Room 8: Larder

Read or paraphrase the following aloud when the characters reach this area.

> This chamber was obviously a food storage area. The shelves are well stocked with dried foods, and spare pots and utensils hang on pegs on the walls.

On one of the back shelves are some dried bloodstains. Vron, Raidath's werewolf lord friend, put some freshly killed meat here a few months ago, before the vampire told him that fresh meat was not to be brought into the house.

Room 9: Upstairs Landing

Read or paraphrase the following aloud when the characters reach this area.

> The upstairs landing continues the decoration scheme from the entry hall. Again, no furniture graces this area.

There is nothing of value in this area.

Room 10: Guest Bedroom

This chamber has not been used in about eight months. Read or paraphrase the following aloud when the characters reach this area.

> This bedchamber is decorated in a huntsman theme, with furs on the floor and bed, and animal-head trophies hanging on the walls. A number of these trophies are wolf heads, and some are unusually large.

There is nothing of value in this area. The decorating scheme was used to make Klidd and Vron nervous when Raidath wanted to intimidate them.

Room 11: Guest Bedroom

Read or paraphrase the following aloud when the characters reach this area.

> This guest room features a canopy bed, a wardrobe, and a basin with a mirror. The walls are painted in subdues greens.

There is nothing of value in this area.

Room 12: Library (EL 13 or 0)

Raidath's library is well stocked with all manner of books. The vampire has an interest in necromancy, so there is a good selection of necromantic books on the west wall.

Creature: If Raidath has not yet discovered that the PCs are in the house, he is here reading. The doors are slightly ajar, so he can hear anyone coming up the stairs.

Raidath: Male human vampire wizard 11; CR 13; hp 71; see Appendix.

Tactics: As soon as he detects the PCs, Raidath assumes gaseous form and vacates the chamber through the wall vents. He then prepares for combat as indicated in the section on his tactics. If he does not detect the PCs before they arrive, they can surprise him here.

Room 13: Empty Closet

There is nothing of interest here.

Room 14: Prison

This closet has been converted into a prison. Guests who are destined for elimination are subdued by Raidath's minions and then locked in here until Raidath gets to them.

Read or paraphrase the following aloud when the characters reach this area.

> The door to this room is barred from the outside.

The room is secured with a lock of exceptional quality, but the chamber is currently unoccupied.

Room 15: Master Bedroom

This chamber is the master bedroom, but since Raidath sleeps in his attic office, he uses this room as a guest bedchamber.

Read or paraphrase the following aloud when the characters reach this area.

> This room is obviously where the lord of the manor sleeps. It is furnished with solid oak furniture, including a bed, a dresser, a washstand, and a wardrobe.

The oak furniture is of good quality, and the bed is quite comfortable. Guests who might end up in the prison closet (room 14) are usually assigned this room for the night.

Room 16: Study

Read or paraphrase the following aloud when the characters reach this area.

> This cozy chamber features a cherrywood desk, a hard chair, and a comfortable couch.

This study is for the use of guests who wish to write letters. Usually Raidath examines and destroys any such letters before they can be mailed.

Room 17: Guest Washroom

Read or paraphrase the following aloud when the characters reach this area.

> The tub in this finely appointed washroom is made of finely polished oak. Next to it is a small pile of clean towels.

The tub has been magically rendered waterproof.

Room 18: Attic Bedroom

This attic chamber contains two coffins. One belongs to Varisha, Raidath's vampire spawn servant. The other awaits a future servant.

Room 19: Attic Storeroom

A wide array of junk left here by previous owners is piled in this room. The chamber once served as servants' quarters.

Room 20: Raidath's Attic Office

This room houses Raidath's coffin, as well as a table and a bookshelf with a few necromantic books on it. Two of these are spellbooks he is using for research.

Creature: If Raidath feels threatened, he retreats to this room in gaseous form.

Raidath: Male human vampire wizard 11; CR 13; hp 71; see Appendix.

Tactics: If Raidath has reason to believe that the PCs will find him here during the night, he exits the house in gaseous form through a small vent hole to the outside, then escapes to the woods. He has a spare coffin buried in the woods on the north side of the house, and he hides there until he is back at full strength. He cannot escape this way during the day because the mist outside does not actually cut out the harmful sunlight. If he must escape during daylight hours, he retreats down the secret tunnel to the palace (see room 5). He does not stand and fight unless he has no other choice.

CONTINUING THE ADVENTURE

If the characters do not succeed in slaying Raidath, he returns to the palace and sets other plans in motion to eliminate them. He can easily become a recurring villain for the campaign, and he can probably maintain his position at court for some time by dominating the right people, even if his true nature becomes a matter of rumor. Of course, other advisors in the court are interested in what the PCs have learned and can take their own actions.

If Raidath is forced to flee, he will certainly return to take vengeance. His werewolves and other minions stage nighttime attacks on the PCs at their inn or lodgings the next night, and for several nights afterward.

If the PCs are very powerful, Raidath delays his retribution to seek additional allies, such as the werewolf lords from Part One.

If the PCs do eliminate Raidath, grateful courtiers reward them with additional "work" and positions of power, assuming that you wish to take your campaign in this direction.

APPENDIX: STATISTICS FOR MAJOR NPCS

This section provides statistics for NPCs that the characters can meet in several places.

Klidd Vorr (Human Form): Male human werewolf monk 9; CR 11; Medium humanoid (shapechanger); HD 9d8+18 plus 2d8+8; hp 76; Init +5; Spd 60 ft.; AC 21, touch 16, flat-footed 20; Base Atk +8; Grp +14; Atk +10 melee (1d10+2, unarmed strike); Full Atk +10/+5 melee (1d10+2, unarmed strike) or +8/+8/+3 melee (1d10+2, unarmed strike with flurry of blows); SA flurry of blows, *ki* strike (magic and lawful), unarmed strike; SQ alternate form, damage reduction 5/silver, evasion, improved evasion, low-light vision, purity of body, scent, slow fall 50 ft., still mind, wholeness of body 18, wolf empathy; AL CE; SV Fort +11, Ref +10, Will +10; Str 14, Dex 13, Con 15, Int 8, Wis 15, Cha 10. Height 5 ft. 9 in.; Weight 198 lb.

Skills and Feats: Balance +3, Hide +12, Jump +7, Listen +11, Move Silently +12, Spot +11, Tumble +10; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Mobility, Spring Attack, Stunning Fist, Track, Weapon Focus (bite).

Flurry of Blows: Klidd may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack, but this attack and each other attack made that round take a –2 penalty. This penalty applies for 1 round, so it affects attacks of opportunity he might make before his next action.

***Ki* Strike (Su):** Klidd's unarmed strike can deal damage to a creature with damage reduction as if the blow were made with a magic and lawful weapon.

Unarmed Strike: Klidd deals 1d10 points of damage with his unarmed strike.

Alternate Form (Su): Klidd can assume a human form, a bipedal hybrid form, or the form of a wolf.

Evasion (Ex): If Klidd makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Improved Evasion (Ex): If Klidd makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Purity of Body (Ex): Klidd gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): When within arm's reach of a wall, Klidd can use it to slow his descent while falling. He takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex): Klidd gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Wholeness of Body (Su): Klidd can cure up to 18 points of his own wounds each day, and he can spread this healing out over several uses.

Wolf Empathy (Ex): Klidd can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Possessions: bracers of armor +3, ring of protection +2, potion of bull's strength (caster level 10th), *potion of haste, potion of greater magic fang +3, potion of endurance.*

Klidd Vorr (Hybrid Form): Male human werewolf monk 9; CR 11; Medium humanoid (shapechanger); HD 9d8+18 plus 2d8+8; hp 76; Init +7; Spd 60 ft.; AC 23, touch 18, flat-footed 20; Base Atk +8; Grp +15; Atk +11 melee (1d10+4, claw); Full Atk +11 melee (1d10+3, 2 claws) and +7 melee (1d6+1 melee, bite) or +9/+9/+4 melee (1d10+3, unarmed strike with flurry of blows); SA flurry of blows, *ki* strike (magic and lawful), unarmed strike; SQ alternate form, damage reduction 5/silver, evasion, improved evasion, low-light vision,

purity of body, scent, slow fall 50 ft., still mind, wholeness of body 18, wolf empathy; AL CE; SV Fort +13, Ref +12, Will +10; Str 16, Dex 17, Con 19, Int 8, Wis 15, Cha 10. Height 5 ft. 9 in.; Weight 198 lb.

Skills and Feats: Balance +5, Hide +14, Jump +8, Listen +11, Move Silently +14, Spot +11, Tumble +12; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Mobility, Spring Attack, Stunning Fist, Track, Weapon Focus (bite).

Flurry of Blows (Ex): Klidd may use the full attack action to make one extra attack per round with an claw or unarmed strike or a special monk weapon at his highest base attack, but this attack and each other attack made that round take a –2 penalty. This penalty applies for 1 round, so it affects attacks of opportunity he might make before his next action.

***Ki* Strike (Su):** Klidd's unarmed strike or claw attack can deal damage to a creature with damage reduction as if the blow were made with a magic and lawful weapon.

Unarmed Strike: Klidd deals 1d10 points of damage with his unarmed strike or claw.

Alternate Form (Su): Klidd can assume a human form, a bipedal hybrid form, or the form of a wolf.

Evasion (Ex): If Klidd makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Improved Evasion (Ex): If Klidd makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Purity of Body (Ex): Klidd gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): When within arm's reach of a wall, Klidd can use it to slow his descent while falling. He takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex): Klidd gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Wholeness of Body (Su): Klidd can cure up to 18 points of his own wounds each day, and he can spread this healing out over several uses.

Wolf Empathy (Ex): Klidd can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Possessions: bracers of armor +3, ring of protection +2, potion of bull's strength (caster level 10th), *potion of haste, potion of greater magic fang +3, potion of endurance.*

Klidd Vorr (Wolf Form): Male human werewolf monk 9; CR 11; Medium humanoid (shapechanger); HD 9d8+18 plus 2d8+8; hp 76; Init +7; Spd 50 ft.; AC 18, touch 16, flat-footed 15; Base Atk +8; Grp +15; Atk +12 melee (1d6+4, bite); Full Atk +12 melee (1d6+4, bite); SA trip; SQ alternate form, damage reduction 5/silver, evasion, improved evasion, low-light vision, purity of body, scent, slow fall 50 ft., still mind, wholeness of body 18, wolf empathy; AL CE; SV Fort +13, Ref +12, Will +10; Str 16, Dex 17, Con 19, Int 8, Wis 15, Cha 10.

Skills and Feats: Balance +5, Hide +14, Jump +8, Listen +11, Move Silently +14, Spot +11, Tumble +12; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Mobility, Spring Attack, Stunning Fist, Track, Weapon Focus (bite).

Trip (Ex): In wolf form, Klidd can attempt to trip his opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Klidd.

Alternate Form (Su): Klidd can assume a human form, a bipedal hybrid form, or the form of a wolf.

Evasion (Ex): If Klidd makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Improved Evasion (Ex): If Klidd makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Purity of Body (Ex): Klidd gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): When within arm's reach of a wall, Klidd can use it to slow his descent while falling. He takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex): Klidd gains a +2 bonus to saving throws against spells and effects from the enchantment school.

Wholeness of Body (Su): Klidd can cure up to 18 points of his own wounds each day, and he can spread this healing out over several uses.

Wolf Empathy (Ex): Klidd can communicate with wolves and dire wolves. He has a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Raidath Veranan: Male human vampire wizard 11; CR 13; Medium undead (augmented humanoid); HD 11d12; hp 71; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +8; Atk +8 melee (1d6+4, slam); Full Atk +8 melee (1d6+4, slam); SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, damage reduction 5/silver and magic, familiar benefits; fast healing 5, gaseous form, hairy spider familiar, resistances (cold 10, electricity 10), spider climb, turn resistance +4, undead traits; AL LE; SV Fort +3, Ref +8, Will +10; Str 16, Dex 16, Con –, Int 19, Wis 16, Cha 18. Height 6 ft. 1 in.; Weight 191 lbs.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +9, Hide +11, Knowledge (arcana) +15, Knowledge (geography) +12, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nobility and royalty) +13, Knowledge (religion) +13, Listen +13, Move Silently +11, Search +12, Sense Motive +11, Spellcraft +20, Spot +13; Alertness, Combat Reflexes, Craft Wondrous Item, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Spell Mastery (*charm person, comprehend languages, nondetection, suggestion*), Still Spell.

Blood Drain (Ex): If Raidath pins an opponent with a successful grapple check, he can deal 1d4 points of Constitution damage each round the pin is maintained.

Children of the Night (Su): Once per day, Raidath can summon 1d6+1 rat swarms, 1d4+1 bat swarms, or 3d6 wolves. They arrive in 2d6 rounds and serve for 1 hour.

Create Spawn (Su): Raidath can create a vampire spawn by killing an opponent with his energy drain attack. He can also create a vampire or vampire spawn by draining an opponent's Constitution to 0 through blood drain.

Dominate (Su): Raidath can use his gaze attack as a standard action (range 30 feet). The target must make a DC 19 Will save or be affected as if by dominate person spell (caster level 12th).

Energy Drain (Su): Anyone hit by Raidath's slam attack gains 2 negative levels. Raidath gains 10 hit points with each successful energy drain. This ability is usable once per round. The DC for the Fortitude save to remove the negative levels is 19.

Alternate Form (Su): Raidath can assume form of bat, dire bat, wolf, or dire wolf as per *polymorph* spell cast at 12th level. He loses his slam attack and dominate abilities in those forms but gains the special attacks of the new form. The change lasts until he voluntarily changes or until the next sunrise.

Familiar Benefits: Raidath's hairy spider familiar grants him Alertness when within 5 feet. Raidath also gains the following benefits.

Empathic Link (Su): Raidath can communicate telepathically with his familiar at a distance of up to 1 mile. He has the same connection to an item or a place that the familiar does.

Share Spells: Raidath may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Touch: Raidath's familiar can deliver touch spells for him.

Fast Healing (Ex): Raidath heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin within 2 hours or be utterly destroyed. (He can travel up to 9 miles in 2 hours.) Any additional damage dealt to him when he is in gaseous form has no effect. Once at rest in his coffin, he is helpless. He regains 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): Raidath can assume gaseous form as the spell of the same name, except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Raidath can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): Raidath is treated as a 15-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: Raidath is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be *raised*, and *resurrection* works only if he is willing. Darkvision 60 ft.

Wizard Spells Prepared (4/5/5/5/4/2/1; save DC 14 + spell level): 0—*detect magic, ghost sound, mage hand, read magic;* 1st—*charm person, comprehend languages, disguise self, shield, unseen servant;* 2nd—*detect thoughts* (2), *invisibility, see invisibility, touch of idiocy;* 3rd—*clairaudience/clairvoyance, deep slumber, dispel magic,* silent stilled *obscuring mist, suggestion;* 4th—*confusion, detect scrying, fear, stoneskin;* 5th—*cloudkill, feeblemind;* 6th—*guards and wards.*

Spellbook: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*charm person, chill touch, comprehend languages, disguise self, erase, expeditious retreat, identify, mage armor, magic missile, obscuring mist, ray of enfeeblement, shield, unseen servant*; 2nd—*cat's grace, detect thoughts, fog cloud, invisibility, protection from arrows, see invisibility, Tasha's hideous laughter, touch of idiocy, web*; 3rd—*clairaudience/clairvoyance, deep slumber, dispel magic, displacement, hold person, lightning bolt, major image, nondetection, protection from energy, sleet storm, suggestion*; 4th—*animate dead, bestow curse, confusion, detect scrying, fear, greater invisibility, illusory wall, lesser globe of invulnerability, scrying, stoneskin, wall of ice*; 5th—*baleful polymorph, cloudkill, feeblemind, magic jar, Mordenkainen's private sanctum, permanency, symbol of pain, symbol of sleep*; 6th—*acid fog, circle of death, create undead, geas/quest, greater dispel magic, guards and wards, mass suggestion, programmed image.*

Possessions: *circlet of persuasion, minor ring of spell storing* (loaded with a *glibness* spell; Raidath dominates a bard to get the spell replaced when needed).

Male Hairy Spider Familiar: CR —; Fine magical beast; HD 1/8 d8 (effective 11d8); hp 35; Init +2; Spd 20 ft., climb 10 ft.; AC 26, touch 20, flat-footed 24; Base Atk +5; Grp –16; Atk +8 melee (1d2–5, bite); Full Atk +8 melee (1d2–5, bite); Space/Reach 2.5 ft./0 ft.; SA poison; SQ darkvision 60 ft., immunities poison, improved evasion, speak with master, speak with spiders, spell resistance 16; AL LE; SV Fort +3, Ref +5, Will +7; Str 1, Dex 14, Con 10, Int 11, Wis 10, Cha 2.

Skills and Feats: Climb +3, Concentration +11, Hide +18.

Poison (Ex): Bite; Fort save DC 10; 1 Dex/1 Dex.

Improved Evasion (Ex): If the hairy spider makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Speak with Master (Ex): Raidath and the spider can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Spiders (Ex): The hairy spider can communicate with spiders (including monstrous varieties). Such communication is limited by the intelligence of the conversing creatures.

ABOUT THE AUTHOR

Robert Wiese began playing D&D with the blue boxed set (the one after the original three small pamphlets). He has campaigned through three and a half editions of his favorite roleplaying game, and he has tried *Call of Cthulhu* and some other games as well. Throughout it all, he has learned that a great DM makes a great campaign, so he is happy to assist great DMs with little ideas such as this adventure. He led the **RPGA** Network through the tough times and now works at UNR as a biochemical researcher. Life is very full between studies, work, pets (three dogs, three cats, a fish, a frog, a toad, and two rats) and gaming, but he always puts his wife and his faith first.